

City of Mesa, Arizona



Parks & Recreation Adult Sports Rules & Regulations

Volleyball

Updated 1/2/2014

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General Information

Welcome to the City of Mesa. Thank you for participating in the Adult Volleyball program.

This recreational program is provided for your fun and enjoyment. Your cooperation, good sportsmanship and communication with our Sports Office are important in making this program a success.

On behalf of our Department, we would like to wish your team a successful season.

~Sports Office

A. Sports Office

All adult sports operations are conducted at 200 S. Center St., Bldg. #1, Mesa, AZ 85210. We are open Monday–Thursday, 7am- 6pm, 480-644-2352, fax 480-644-2698, 24 hour drop box available. Mailing address is P.O. BOX 1466, Mesa, AZ 85211.

League Programmer: Carmen Rodriguez, carmen.rodriguez@mesaAz.gov, 480-644-5308.

B. Court Locations

<u>Recreation Center</u>	<u>Address</u>	<u># of Courts</u>
Broadway Recreational Center	59 E. Broadway Rd (between Mesa Dr. & Center)	2
Webster Recreational Center	202 N. Sycamore (N. of Main & E. of Dobson)	2
Jefferson Recreation Center	120 S. Jefferson (N. of Broadway & E. of Power)	2

C. Recreation Center Hours

City of Mesa recreation centers close at 10:30p.m. There is no socializing allowed in the parking lots or in the gyms after 10:30pm.

D. Animals/Scooters/Bikes/Roller Blades

No animals, scooters, bicycles, roller blades, skateboards or any other wheeled vehicles are allowed within our recreation centers. Coaches please pass this on to your team members.

E. Alcohol/Smoking

Alcoholic beverages and smoking is **not** allowed at any recreation center or parking lot at any time. Teams are responsible for their spectators.

First Offense: Team: Forfeiture of current night's game.

Player: Suspension for a week.

Second Offense: Team and/or Player: Dropped from the league.

G. Insurance

Medical insurance is the responsibility of the team or the individual. The City of Mesa does not carry medical insurance for participants or spectators.

H. Evaluations/Complaints

Written complaints will be accepted only within 24 hours of the incident for review. Please email complaints or recommendations to [Carmen Rodriguez](#) or drop it off at our Sports Office. Teams are encouraged to use the flipside of the score sheet to evaluate their game/official (s) constructively. Please do so in a professional manner.

Getting Started

B. Pre-Registration Privileges

Any team that finishes 1st or 2nd in their league will be given pre-registration privileges for the next volleyball season. Provided that they meet the following criteria:

1. The team **cannot have forfeited** (for any reason) more than 2 games during the season.
2. A team can lose its pre-registration privileges for the next volleyball season if there are **CONDUCT** related problems. This team will then have to go through regular registration procedures.

C. Rosters

A player must be on a team's roster to play in any game. The team coach must submit a team roster before registering or within 24 hours of registering. A player may be added or dropped from a roster through the third week of the season. (See your game schedule for the exact date.) After this date, rosters will be frozen. (To add or delete players from a roster see "Drop/Add" pg 5.)

1. PRCF staff will randomly call on team rosters to check for player validity. Any player information which is not correct on a team's roster could result in the dismissal of that player or team from the league, coaches should at all times keep up-to-date records of their team's roster. This eliminates any questions as to whether a team member is eligible to play or not.
2. Players cannot play on 2 or more teams on the same night. If a player is caught doing this, they may be suspended for the season and tournament. Any game that player played on will be a forfeit. Games will be overturned if necessary!

D. Schedules

Once your league fills and your team's roster is submitted and verified, schedules will be available online at the following web address (www.mesaaz.gov/adultsports). If you cannot locate your schedule, please call our Sports Office.

1. Make sure our office has a correct e-mail address for your team at all times. Your team will be notified of any changes or updates by email!
2. Make-up games are not guaranteed on the same night or recreation center you play at, game times, etc.

E. League Standings

Team standings are available after the first week of your team's season. Standings will be posted on the city web site weekly at www.mesaaz.gov/adultsports. A copy of the league standings will also be available to view at each recreation center.

League standings are determined by:

1. Teams with the best record or win percentage.
2. If teams are tied in the final standings, top positions will be determined by head to head comparison (Head to Head comparison is based on how many games teams won/lost against each of the tying teams).
3. For teams still tied after head to head comparison, the team with the highest total points against the tied teams will take the higher position in the standings (point differential).
4. If teams are still tied, the team with the highest total points against all teams in the league will take the higher position in the standings.
5. If teams are still tied, a coin flip will determine winner.
6. Any team that has forfeited any game will automatically take the lowest position in the standings.

Things to Know

A. Identification

All participants are required to carry a photo ID during league and tournament play. (Due to player protest.)

1. Print first and last name on scorecard.
2. False identification of player may result in a 1-week suspension for player and/or coach.
3. No identification of player may result in a 1-week suspension for player and/or coach.

B. Age

All participants (men & women) must be 16 years old or older by their first game of the season.

C. Drop/Add

How to drop or add players to your roster:

1. Fill out [Drop/Add form](#) (please visit our [website](#) or see the site supervisor at your rec center)
2. All forms must be signed by staff to be official.
3. Submit your Drop/Add form to:
 - A) Sports Office, Monday - Thursday from 7 a.m. to 6 p.m. (24 hour drop box available!)
 - B) [Email Carmen](#)
 - C) Fax (480-644-2698, no cover page necessary)
 - D) Site supervisor at your recreation center

D. Uniform

No team uniform rule. Dress appropriately.

E. Jewelry

Casts & splints must be padded. Exposed jewelry which is judged by the official to be dangerous, must be removed and not worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.

F. Warm-Up

A three-minute "warm-up" period will be allowed before your match. Do not confuse "practice" and "warm-up".

G. Pre-Game Procedures

In order to remain on schedule each night, it is necessary that each team be responsible for the following:

1. Arrive for scheduled game at least 10 minutes prior to game time.
2. Lineups should be completed at least 10 minutes before scheduled game time.
3. Officials will start the games with a pregame meeting.

H. Scorekeeper

The game official will do the scorekeeping.

I. Game without Official

The City of Mesa schedules one official for every game. If for any reason there is no official at your game site, don't panic, another official will arrive as soon as possible.

Playing Rules

These rules are in addition to the United States Volleyball Association (USVBA) Rules.

A. Classification of Teams

“A” Division - Competitive Level

“B” Division - Recreational Level

The league programmer reserves the right to move any team (up or down) based upon their past performance record. In addition, NO reclassifications allowed once your team is signed up in a league at any time before, during or after a season. ***(It is your team’s responsibility to sign up in the right league! If your team signed up accidentally in a higher division league, your team may choose to play in that league or drop from the league without a refund!)***

The Sports Office reserves the right to assign any team to their proper level of competition or classification to serve the best interest of our program.

B. Match

One match = 3 games. A total of 3 games will be played each night and all 3 games will be counted in the standings. (** Exception: Tournament matches will consist of 2 out of 3 games to 25 unless time limitation rules are invoked - see below).

C. Game

A game shall be won by the team that has scored 25 points and is at least two 2 points ahead. A maximum of 27 points will be played in one game. If a game is tied at 26 all, the next point scored will decide the game. One point will be given for each game won.

1. A 50-minute time limit will be in effect for each match. Due to time constraints, the 3rd game will be played to 15 points.
2. **3rd Game:** Games will be played to 15, including semi-final games. For the 3rd game there will be **NO** Time Outs given to any team. In certain cases, like an injury, time will be stopped by the Ref to allow for a sub or medical attention. Also, a game clock will be used to visually track the progression of the game. This clock will be operated by the Gym Supervisor only and will be a continuous running clock for the entire match starting with the first serve.
3. In tournament play for the championship game, the third and final game will NOT be subject to time limit. Those games will be allowed to play to 25.

D. Rally Score

Rally points are awarded on each service. If a team fails to serve properly, return the ball, or commits any other fault, the opponent wins the rally and scores a point. The consequences of winning the rally are:

1. If the serving team wins the rally, it scores a point and continues to serve.
2. If the receiving team wins the rally, it scores a point and gains the right to serve.
3. The intent of this rule change is to speed up play. If at the end of one hour of play a team has still not won the third game of the match as described above, then the team leading (or the team to score the next point if the game is tied) will be declared the winner.

E. Composition of CoRec Teams

Teams will consist of 6 players. Games may be played with 4 or 5 players. A minimum of 4 players are required at the start and at the finish of a match.

<u>Legal to Start Game</u>	<u>Legal to Start Game</u>	<u>NOT Legal to Start Game</u>
5 women - 1 men	4 women - 1 or 2 men	1 women - 5 men
3 women - 3 men	3 women - 1, 2 or 3 men	2 women - 4 men
3 women - 2 men	2 women - 2 or 3 men	

F. Player Additions

Players may be added to the lineup as they arrive.

G. Playing the Ball

Each team is entitled to a maximum of three hits to return the ball to the opponents.

H. CoRec Legal Hits

At least one woman must hit the ball before returning the ball over the net in each series of volleys (with 3 hits) except when the ball is hit only two times on a side in all instances.

I. Change of Serve

The team that receives the ball for service shall rotate one position clockwise before serving.

J. Spiking/Services

After the ball has been correctly hit, the service or attack becomes a fault (unless there's a position fault) if the ball touches the antenna or other external object. The ball may touch the net while crossing it. Jump serves only allowed in the "A" league.

K. Line-up

The serving order and positions on the court at service shall be an alternation of male and female or vice-versa.

L. Rotation

Two options for rotation. Prior to the beginning of the match teams must state the option that will be used and continue it throughout the conclusion of the match.

A. Unlimited substitution (going in for the SAME person).

B. Add rotating players into a single predetermined position on the court (i.e. 7 person team rotations).

M. Attack Line

When only one male player is in the front line at service, one male back line player may be forward of the attack line for the purpose of blocking.

N. Coin Toss

The referee shall conduct a coin toss with the captains of the teams to determine the choice of serve or playing areas. Teams shall change playing areas at the end of each game of the same match.

O. Rest Period

Between games of a match—shall be 2 minutes if needed.

P. Time Outs

Time out shall not exceed 30 seconds. A team is allowed one time out each game without penalty (excluding the 3rd game). Each time out in excess of one taken by or charged to a team shall be penalized by side-out or one point awarded depending on which team has possession of the ball.

Q. Ceiling

The ball may be played off of the ceiling in your court.

R. Forfeits

A forfeiting team must pay a **\$10 forfeit fee** to Sports Office before their next scheduled game. Officials and night supervisors **will not** accept payments! **No further notification** to pay this forfeit fee will be given. A team who exceeds their 2 "No Show" (forfeits) will be dropped from the league without a refund and not allowed to register for the next league. Please call our Sports Office if you know your team is going to forfeit.

Forfeits will be declared for one or more of the following infractions:

1. **Game time is forfeit time!**
2. Failure to show up to games on time. If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game.
3. Illegal/suspended players (**players not on a roster, players using assumed names, or ineligible players**) participating. Teams using illegal or ineligible players will have games declared forfeits.
4. Misconduct in the program before, during or after a game.
5. Failure to submit a legal roster prior to registration or within 24 hours of registering.

The Gym Supervisor's watch is **OFFICIAL**.

S. Protests

Only rule interpretation will be justifiable for protest and not an umpire's decision on a call. If a team protests:

1. Coach must submit written protest to Sports Office by next business day.
2. All protests must be made in accordance to City of Mesa & USVBA rules.

Ineligible player protest must be made before the match is over with the referee. No protest will be accepted after the completion of the game.

T. Conduct

Every person (staff/player/spectator/anyone with a pulse) is to show good sportsmanship. Every person is responsible for their actions whether they were provoked or were the ones provoking.

Some forms of unsportsmanlike conduct will warrant automatic ejection. **Abusive and or vulgar/foul (swearing) language will not be tolerated!** Two reprimands or warnings to an individual or team for unsportsmanlike conduct will warrant automatic ejection of said player, team or fan from the recreation center premises. A third reprimand to any other member or fan of said team will warrant termination of game with said game to be forfeited to opposing team. Ejections may also occur without an referee warning and may be carried over from one season to another!!!

1. **Any person ejected from a game will automatically be suspended for a minimum of 1 week from all City of Mesa Leagues (Yes, this includes kickball, softball and flag football!!!).** This is in addition to the game in which the player was suspended, plus probation for the remainder of the season.
2. A second offense will constitute being suspended from the league. If a player receives a 2nd offense on or after the 4th week of play, then he/she will be suspended for the entire next season/tournament.

...Conduct continued...

3. No person shall:
 - A) Threaten another person.
 - B) Lay a hand upon, shove, or strike another person.
 - C) Be guilty of objectionable demonstrations of dissent at referee's decision.
 - D) Refuse to abide by referee's decision.
 - E) Be guilty of physical attack upon any other person.
4. Any person ejected from a game must leave the recreational center & parking lot immediately. Refusing to leave premises is considered trespassing. Any person refusing to immediately leave will have suspension extended and police will be called!
 - A) IF A PLAYER IS EJECTED:
 - 1) The game may continue as long as the team has 4 or more players remaining in their existing lineup.
 - 2) Once the player is ejected, the lineup is frozen and the team will NOT be allowed to substitute another player into the lineup for the ejected player or insert anyone else on the court.
5. If an illegal player is found on a team or ejected from a game:
 - A) The team's coaches will be suspended a minimum 1 week from **all** City of Mesa leagues.
 - B) The player ejected will serve a minimum suspension of 1 season, from all City of Mesa leagues.
 - C) Game will be an automatic forfeit.
6. **If police are called, ejected player will be suspended for the entire season from all City of Mesa leagues. If we are 4+ weeks into the season, then the player will be suspended for the following season as well.**
7. **Standings will be adjusted to reflect automatic forfeits.** The league programmer reserves the right to make the final decision in all matters.

Post Season

A. Tournament

Overall season record or win percentage will determine the league champion in each division.

All teams will participate in a post-season single elimination tournament. Tournament may NOT be played on the same night or recreation center as your regular league play. Although every effort will be made to keep it on the same night and same location.

Any team that wins first place in the league and/or tournament could be moved up a league. The Sports Office reserves the right to assign any team to their proper level of competition or classification when it is necessary to serve the best interest of our program.

B. Awards

Awards will be given to teams based on how each team fared during regular league play and tournament.

1. **League 1st place:** Team t-shirts
2. **Tournament 1st place:** Team volleyball